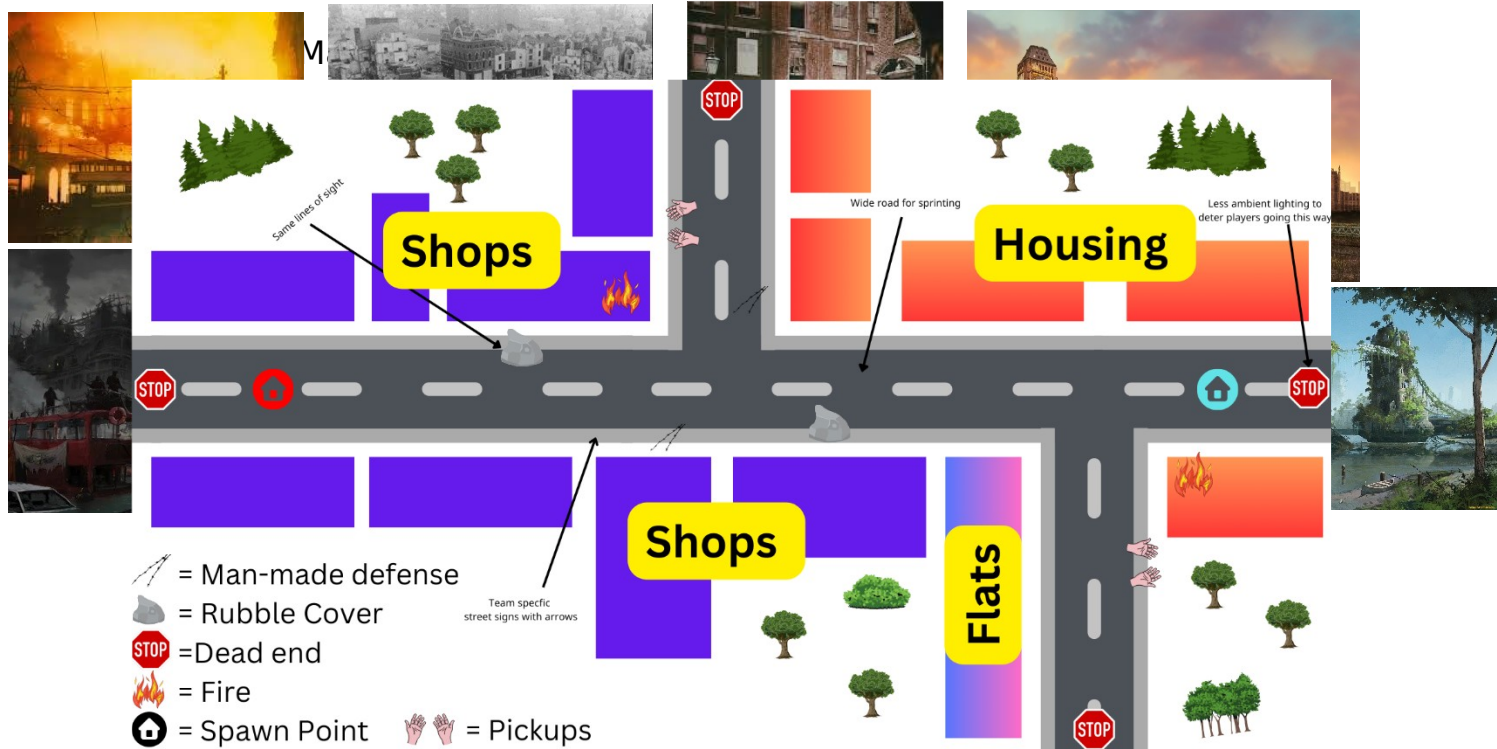


Reference image and lighting references:



LLD:

A War-Torn London City Rubble and shells abundant a strong stench danger takes over. This is a map for a multiplayer fast-paced fps, it's designed to encourage attacking teams to advance defending teams to hold their territory the game aims to get to a set kill count first.

My inspiration for this game comes from a combination of games an interest in history and games such as Call of Duty and a wider interest in multiplayer combat games such as Battlefield and even Star Wars

Battlefront which has a variety of modes some with control points and others with kill counts.

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Readability is important for our map, so we had to think carefully to ensure each team understands the flow and direction of the battle one way in which I accomplished this is a flag for each side at the spawn point which is visible from far away in the battle. This could be worked into a capture point system later down the line in the game Team Fortress Two.

The lighting was highly important, it helped with readability in subtle and pronounced ways. One such was directing players. Darkening dead ends was one such way, this can be done to show nothing is in an area or is not important to the player. Digging into the psychology side humans tend not to go into dark unknown areas. Another way lighting could be used to enhance the readability of the map would be to encourage loot pickup we could do with a glow. This has a meaning synonymous with pickups in the modern game space.

Another Idea would be to use colours and symbols to direct the battle for example arrows blue one's direct blue team and red direct red team. This is a clear way of directing players which can be bolstered with consistent UI and uniform decisions. One more Potential idea that could be done but would be further along could perhaps be to Team NPCs running in the direction to direct players or rule-based AI that defaults to push towards enemy territory.

All these methods compel the player to follow the flow of the map, whilst still allowing players to freely play and enjoy and find meaning.

The ambiance is important to our level as well, using cold colors and keeping the light usage down to a minimal use will create an immersive and more on-the-edge environment using the cold colors will make sure the player is immersed and not too comfortable the lack of too much light will enhance this feeling whilst helping readability. White directional lights can be used to lead players to assets, red and blue lights are the far opposite a use of blue tints and fog will get our desired effect "These results indicate that red light has the most significant effect on mood changes, followed by blue light." Xie, X. et al. (2022) 'Effects of colored lights on an individual's affective impressions in the observation process,' *Frontiers in Psychology*, 13. <https://doi.org/10.3389/fpsyg.2022.938636>. But we will also use red to encourage anger and an overhanging fear with fire. "Red symbolizes intensity, passion, and danger. It is often used in action-packed or high-stakes scenarios to heighten adrenaline and urgency." Azsan, F. (2025) 'Decoding the Psychology of Colors in Games -

Polydin,' Polydin, 2 February. <https://polydin.com/psychology-of-colors-in-games/>.

The map layout must be adapted for our chosen game mechanics, An option for sprinting means I made the roads longer and wider to allow players to move across bigger areas and also made sure nothing was too hard to go around. The intent is to allow smoother commuting around the map. And is also designed to be balanced with equal opportunities on each side.

Cover is also important this was dealt with two types, rubble, and military defences this was important for theming as using intact prefabs like a newspaper stand would be odd without adding damage. We had to also make sure player lines of sight were balanced to do this I made their fields of view even.